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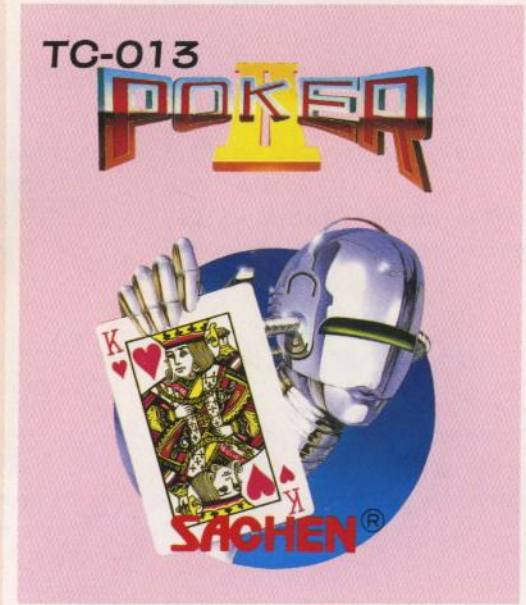
SACHEN®

TC-013



TC-013

POKER II

POKER II CONTROL SUMMARY

Control pad arrows	Select the players mode / Choose a card.
Start button	Start the game.
A button	Take the character / Leading or following.
B button	Leading or following / Cancel the character that you have taken.

POKER II PLAYERS MODES

One player	You play the game with computer.
Two players	You and the other player play with computer.
Three players	Three players of you play with computer.
Four players	No computer play with you.

Thank you for selecting the cartridge of THIN CHEN ENT. CO., Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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1. INTRODUCTION

There are "Ghostbuster", "Max 2, "99" and "Change arround" in this cartridge. If you are a man who loves the card games, you may enjoy youself in them. We do some little change in them for that they can be palyed on famicom, but we still remain their original spirit. They are simply in rules that make you easy to understand and play. The cartridge has taken a long time to complete, so we believe that they will be lots of fun and maybe need a little concentrate of your mind to play. We wish that the cartridge will give you pleasure and kill your time.

PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.
3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

Nintendo, Nintendo Entertainment System and NES are trademarks of Nintendo of America, Inc.

3. BEFORE THE GAME

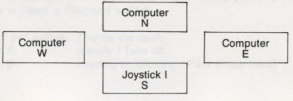
1). When the screen is displaying the title, you may press any button of the joystick 1, then you will see the menu of the game as below:

MAX	GHOSTBUSTER
9 9	CHANGE AROUND

(a). Press the control pad arrows to select the game you like.
(b). Press the start button to enter the selection screen of players mode.

2). Players mode:
(a). Up and down arrows: Select the direction of player's seat.
(b). Left and right arrows: Set up the seats with computer, joystick I or joystick II.
(c). Start button: Starts the game.

3). If you skip step 2 and just press the start button to start the game, then the game will be set up as below:



4. GHOSTBUSTER

1). The screen:
2). One has discarded all on his hand first is the winner.
3). The rules and how to play:
   (a). After you have chosen Ghostbuster and set up the palyers mode, the computer will deal all the cards to four of you.
   (Press any button to skip the step.)
   (b). At the beginning, all the pairs cards will be taken off from the players.
   (c). The dealer has to draw a card from the last player then check any pair from himself. If he has a pair, then he must discard them out.
   (d). The next player follows as above.
4). Controls:
   (a). Control pad arrows: Choose the card.
   (b). Button A: Leading or following.
   (c). Button B: Leading or following.

5. MAX 2

1). The screen:
2). One has discarded all on his hand first is the winner.
3). The rules and how to play:
   (a). After you have chosen Max 2 and set up the palyers mode, the computer will deal all the cards to four of you.(Press any button to skip the step.)
   (b). One has "club 3" at the beginning is the first dealer, who must starts the game by leading cards.
   (c). The next player has to follow the combination of cards of dealer if able.
   (d). You may say "pass" if there aren't any combination of cards from yourself to follow the last.
   (e). The new dealer is who has dealt a highest combination.
4). The combination of cards:
   (a). Singleton (b). A pair (c). Trebleton (d). quart (e). Straight
   (f). Full house (g). Flush straigh
5). The order:
   (a). 2 > A > K > Q > J > 10 > 9 > 8 > 7 > 6 > 5 > 4 > 3
   (b). Spade > Heart > Diamond > Club
6). Controls
   (a). Control pad arrows: Choose the cards.
   (c). Button A: Identify / Take off.
   (d). Button B: Leading or following / Pass (Press twice)

6. 9 9

1). The screen:
2). The rules and how to play:
   (a). After you have chosen 99 and set up the palyers mode, the computer will deal all the cards to four of you.(Press any button to skip the step)
   (b). In the order of 99, the dealer has to start the game by leading a card then drawing new one.
   (c). The next player have to choose a card to follow it but the sum must under 99 points on the table.
   (d). If you cannot deal a card that make the sum under 99 points on the table, you will be stopped to play.
   (e). When anyone out of the game, his scores will be divided to two parts, one is remained and the other is added on the last player.
3). The scores and character of card:

CARD	CHAR.	SCORE	CARD	CHAR.	SCORE
A	+1	5	8	+8	10
4	BACK	5	J	PASS	5
7	+7	10	K	99	10
10	+ – 10	5	3	+3	10
Q	+ – 20	5	6	+6	10
2	+2	5	9	+9	10
5	+5	10			

4). Controls:
   (a). Control pad arrows: Choose the cards.
   (b). Button A: Leading and following.
   (c). Button B: Leading and following.

7. CHANGE AROUND

1). The screen:
2). One has discarded all on his hand first is the winner.
3). The rules and how to play:
   (a). After you have chosen change around and set up the palyers mode, the computer will deal all the cards to four of you.(Press any button to skip the step)
   (b). The first dealer will start the game by leading a card.
   (c). The next player has to follow suit if able.
   (d). One has dealt a highest card is the next dealer.
   (e). If one cannot deal a suit then he has to take in all the cards on the table.
   (f). repeat step a to e.
4). Controls:
   (a). Control pad arrows: Choose the cards.
   (b). Button A: Leading and following.
   (c). Button B: Leading and following.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protectin against such interference in a residential installatin. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES®is the abbreviation for Nintendo Entertainment System®.

POKER II EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: _____ / _____ / _____ PHONE #(Optional): ( ) _____ -- _____

GRADING SCALE: 1: WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1). GAME'S OVERALL ENTERTAINMENT VALUE 1 2 3 4 5

2). COMPARED WITH GAMES THAT YOU PLAY REGULARLY 1 2 3 4 5

3). COMPARED WITH ALL EXISTING GAMES 1 2 3 4 5

4). VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS) 1 2 3 4 5

5). GRAPHICS (COLOR, DESIGN, ANIMATION) 1 2 3 4 5

6). SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION) 1 2 3 4 5

7). DIFFICULTY LEVEL (1:TOO EASY...5: TOO DIFFICULT) 1 2 3 4 5

8). FLAWS OR PROBLEMS (1:NONE...5: TOO MANY)

PLACE
STAMP
HERE